

ABSTRACT

A gaming machine that authenticates its gaming software substantially continuously and repetitiously while the gaming machine is powered on. A processor, while running the gaming machine's gaming program, determines whether the data in
5 each of a plurality of memories is authentic. The processor may read multiple memories in a parallel fashion while making memory contents authenticity determinations. The processor may also read multiple memories in a serial fashion while making memory contents authenticity determinations. The processor may also read same memories in a parallel fashion and read other memories in a serial fashion
10 while determining the authenticity of each memory's contents. Furthermore, the contents of a memory may be analyzed to decipher between executable data and graphics data such that the executable data's authenticity is determined more often than the graphics data's authenticity